Old School Players Dungeon Encounter Table

Featuring just about anything from the first monster book and some neat stuff from other places
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How to Use this Table

1. Add up the number of character levels in the party and divide by 10, rounding up, maximum 5. This is your party rank.
2. The encounter table is organized into rows, each with a different type of creature. Determine if the adventure area has any encounter types that should *not* appear, out of these:

   a. Surface: Creatures from the outdoors
   b. Troops: Groups of fighting creatures
   c. Leaders: Powerful, intelligent individuals
   d. Predators / Loners: Solitary, powerful beings
   e. Vermin: Masses of unintelligent creatures
   f. Unnatural (later divides into Weird, Unliving, and Planar): Supernatural and strange creatures

   Decide what each excluded type will convert to.
   Example: You are stocking an organized fortress area. You decide that Vermin and the Unnatural types do not belong there. You also decide that the Vermin types should be replaced by Troops, and Unnatural with Leaders, as those would be more commonly found in the fortress.
3. Determine how deep / remote / tough the adventure location is, on a scale of 1-5 roughly corresponding to party rank. This is your basic adventure rank.
4. Roll 3d6. Consult this table to get a modifier:

3	4	5-6	7-8	9-12	13-14	15-16	17	18
-4	-3	-2	-1	0	+1	+2	+3	+4

   Apply this modifier to the adventure rank, minimum 1, maximum 6. Look this number up among the red die rolls on the right of the table. This says how tough the monster type in this encounter is.
5. Roll a d6 (black die roll) to determine the exact row of the table within that red die roll section, changing the result if needed as shown in step 2.
6. Roll 2d10 and take the lower. Use the entry from that numbered column.
7. Roll 3d6. Use the same modifier table on the *party rank* to determine how tough the overall encounter is. If this number is different from the *adventure rank*, this will modify the number of monsters.
8. Roll the number of monsters using the guide in the left-hand column of the entry's row, unless they have their own numbers (in parentheses). The entry may have a different number, or a modifier to the number with a + or – sign.
9. If the modified adventure rank is *less than* the modified party rank, then for each point of difference, double the number of monsters appearing. If there are 16 or more before doubling, give the party a handicap instead (p. 4).
   Example: The adventure rank roll is 1 but the party rank is 3. The number of monsters is doubled twice for 2 points of difference; that is, multiplied x 4.
10. If the modified adventure rank is *greater than* the modified party rank, halve the number of monsters (rounding up) once for each point of difference. If a single monster is halved, then each halving represents a handicap to the monster (p. 4).
11. *This should give you encounters that are mostly balanced to the party, but with some easier and some much harder encounters. Well, and you can also go for a what-the-hell encounter by just rolling two d6 to determine the row.*

d6, d6	Monster type, rank (number)	Lower of 2d10									
		1	2	3	4	5	6	7	8	9	10
⚀⚀	Surface I (2d4)	Bandits	NPCs lv 1	NPCs lv2 (1d4)	Wolves (1d4)	Normal men	Wild dogs	Baboons	Badgers	Dervishes	Elves
⚀⚁	Leader I (1)	NPC lv3	NPC lv3	Bugbear	NPC lv2 +2 NPC lv1	Tribal cleric lv 1d4 (1d2)	Tribal wizard lv 1d4 (1d2)	Wererat	Pixie/sprite	*Kenku*	**Trickster Animal**
⚀⚂	Troops I (d6+1)	Kobolds (+2)	Goblins (+1)	Orcs	Hobgoblins (-1)	Troops I (1d4) + Leader I	Human lv1 fighters (-1)	Dwarves (-1)	Berserkers (-1)	*Bullywugs*	Gnomes
⚀⚃	Vermin Ia (2d6)	Giant rats	**Rat swarm**	**Bat swarm**	*Giant bats*	*Jaculi*	Jackals	Rot grubs	*Jermlaine*	Lampreys	Ear seekers
⚀⚄	Vermin Ib (2d4)	Large centipedes	Large spiders	Fire beetles	**Saucer fungi**	**Strangle vine**	**Fire moths**	**Razor thorns**	**Translucent worms**	**Giant pillbugs**	**Chartreuse crud**
⚀⚅	Unnatural I (1d8)	Skeletons	Zombies	Yellow mold	Shriekers	*Hopping piercers*	**Skull creepers**	**Eye droppers**	**Elemental nuisances**	Larvae	Manes
⚁⚀	Surface II (2d4)	Wolves	NPCs lv2*	NPCs lv 3 (1d4)	Cavemen	War dogs +Troops I (1)	Giant badgers	Centaur (1)	Ankheg, 3-4 HD (1)	Nixie	Wolverine (1)
⚁⚁	Leader II (1)	NPC lv4*	NPC lv4*	NPC lv 3 + 2 NPC lv 1-2*	2 NPC lv 2-4*	Ogre	Leader I + Troops I	Leader I + Pred. II (1)	Satyr	*Trianthrope*	**Man of Wounds (1)**
⚁⚂	Troops II (2d4)	Gnolls	Troglodytes	Lizardmen	*Grimlocks*	Leader I + Troops I	Dwarves	Troops I + Pred. II (1)	Human lv2 fighters (-1)	*Kenku*	*Crabmen*
⚁⚃	Predator II (1d2)	Dire wolf	Giant toad	Worg wolf	Giant weasel	Giant frog, poisonous	Giant crab	Crocodile	Pterodactyl	Axe beak	*Babbler*
⚁⚄	Vermin II (2d4)	Stirges	Giant worker ants	Killer frogs	Carrion crawler (1)	Giant soldier ants (1d4)	Giant lizard (1)	Huge spider (1)	*Gorbels*	Giant leeches	Rust monster (1)
⚁⚅	Unnatural II (1d6)	Ghouls	Green slime	*Poltergeist*	*Necrophidius (1d2)*	*Coffer corpse*	Violet fungi	**Barrel Beast**	**Hoard Serpent**	**Cerements**	**Ghost Face (1d3)**
⚂⚀	Leader III (1)	NPC lv5*	Werewolf	NPC lv6*	1d4 NPCs lv4*	NPC lv4+2 NPC lv 1d3*	Leader II + Troops II	Doppleganger	Leprechaun	Dryad	*Dark stalker +2d4 creepers*
⚂⚁	Troops III (d4+1)	Ogres	Bugbears	Carnivorous apes (1-2)	Harpies	Wererats	*Drow*	Troops II + Pred. III (1)	*Kuo-toa*	Centaurs	*Dark creepers*
⚂⚂	Predator III (1d2)	Hydra, 5-6 heads	Giant snake, poisonous	Winter wolf	Dragon, lv1-2 (1)*	Giant snake, constrictor	Giant toad, poisonous	Wyvern	Peryton	Griffon	*Zak's Kamadan*
⚂⚃	Vermin III (1d4)	Giant lizards	Huge spiders	Giant ticks	Boring beetles	Bombardier beetles	Giant wasps	Rust monsters	Ankheg (5-6 HD)	Giant crayfish	Giant lampreys
⚂⚄	Weird III (1d2)	Owlbear	Ochre jelly	Gray ooze	Gelatinous cube	Ice toad	Hell hound	*Gibbering mouther*	*Flail snail*	Blink dogs (1d4)	Giant owl
⚂⚅	Unliving III (1d4)	Gargoyle	Shadow	Ghast	Water weird	*Scarecrow*	*Son of Kyuss*	Homunculus	*Iron cobra*	*Mephit*	*Vargouille*

d6, d6	Monster type, rank (number)	Lower of 2d10									
		1	2	3	4	5	6	7	8	9	10
⚃⚀	Leader IV (1)	NPC lv8-9*	1d4 NPCs lv 5-6	Dragon lv 3-4*	Medusa	Djinni	Ogre Mage	Werebear	Jackalwere	Weretiger	Lammasu
⚃⚁	Loner IV (1d2)	Troll	Minotaur	Manticore	Pseudo-dragon	Wereboar	Leucrotta	*White Ape*	Rakshasa	Su monster	Nymph
⚃⚂	Predator IV (1d2)	Giant lizard, subterranean	Giant spider	Hydra, 7-8	Giant scorpion	Stag beetle	Chimera	Cave bear	Displacer beast	Ankheg (7-8 HD)	Hieraco-sphinx
⚃⚃	Weird IV (1d3)	Otyugh	*Grell*	Cockatrice	Phase spider	*Drider*	Catoblepas	Slithering tracker	Yeti	*Yuan Ti*	Ankylosaurus
⚃⚄	Unliving IV (1d4)	Wight	Wraith	*Caryatid column*	Yellow musk + 1d8 zombies	Brown mold	*Fossil* (6 HD)	*Spirit troll*	*Penaggolan*	**Insistent Shale**	*Crypt thing*
⚃⚅	Planar IV (1d2)	Elemental, 8 HD*	Minor demon*	Minor devil*	Nightmare	Quasit	Salamander	Imp	Erinyes	Wind walker	*Hellcat*
⚄⚀	Leader V (1)	Vampire	NPC lv 10-11*	NPC lv 8-9, NPC lv 6-7*	Mind flayer	NPC lv7-9, NPC lv3-5 (2)*	Naga	Gynosphinx	Lamia	Androsphinx	Ki-rin
⚄⚁	Loner V (1d2)	Hill giant	Dragon lv 5-6*	Umber hulk	Stone giant	Frost giant	Fire giant	Ettin	*Giant 2 headed troll*	Cloud giant	Triceratops
⚄⚂	Predator V (1d2)	Giant slug	Basilisk	Bulette	Hydra, 9-12 heads	Fire lizard	Rhinoceros beetle	Dragonne	Criosphinx	*Behir*	Stegosaurus
⚄⚃	Weird V (1d2)	Gorgon	Mimic	Black pudding	Shambling mound	Roper	Intellect devourer	Trapper/lurker above	Xorn	*Aboleth*	Gorgosaurus
⚄⚄	Unliving V (1d2)	Will o' the wisp	Mummy	Ghost	Flesh golem	Clay golem	Spectre	Groaning spirit	*Eye of fear & flame*	*Guardian familiar*	*Guardian daemon*
⚄⚅	Planar V (1d2)	Elemental, 12-16 HD*	Major demon*	Major devil, etc. *	Succubus	Efreeti	Invisible stalker	Night hag	Couatl	Shedu	*Slaad*
⚅⚀	Leader VI (1)	NPC lv 12-15*	Vampire lord	Beholder	Lich	Storm giant	*Death knight*	*Demilich*	Titan	Demon lord	Archdevil
⚅⚁	Loner VI	Dragon lv 7-8*	Purple worm	Stone golem	Iron golem	Aerial servant	T-Rex	*Retriever*	*Skeleton warrior*	*Froghemoth*	Unique dragon

All entries are from the AD&D Monster Manual (1977) with these exceptions: Entries in *italics* are from the AD&D Fiend Folio (1979). Entries in *underlined italics* are from Monster Manual II (1983). Entries in **boldface** are from my [Varlets & Vermin](#) (2010). Entries in ***bold italic*** can be found online (follow link).

Feel free to X out any monsters you think are dumb and put in your own!

SUPPLEMENTARY TABLES

NPC table: roll 2d10, take lower. If you roll a race (shaded) and you have separate races and classes, roll again using d4 for its class.

1	2	3	4	5	6	7	8	9	10
Fighter	Wizard	Priest	Rogue	Subclass, roll again on d4	Dwarf	Half-Orc	Elf	Gnome	Other race

Dragons table: roll 2d10, take lower. Dragon's "level" on the main chart is its age category.

1	2	3	4	5	6	7	8	9	10
Red	Black	White	Green	Blue	Copper	Bronze	Silver	Gold	Hybrid, roll twice

Demons and Devils: Roll 2d8 or 2d6 (major devils), take lower

	1	2	3	4	5	6	7	8
Minor Demon	*Dretch* (1d6)	Vrock	*Rutterkin* (1d4)	Hezrou	Succubus	*Chasme*	*Bar-lgura*	*Minor cambion*
Major Demon	Glabrezu	Nalfeshnee	Marilith	*Babau*	*Nabassu*	Balor (1)	*Alu-demon (1)*	*Cambion baron (1)*
Minor Devil	*Spined* (1d6)	Erinyes (1d4)	Barbed	*Bearded*	Horned	*Red/White Abishai* (1d6)	*Blue/Green Abishai* (1d4)	*Black Abishai*
Major Devil, etc.	Bone	Ice (1)	*Styx* (1d4)	*Mezzodaemon*	Pit Fiend (1)	*Nycadaemon* (1)	-	-

Elementals: Roll d4: 1= air 2 = earth 3 = fire 4 = water.

Random combat handicaps (d10):

1. Monster is mutilated, lacking an attack, movement or major ability (or mutated, with 2 new major powers from a random other monster)
2. Monster is juvenile, with ½ hit dice and damage (or enormous, with double)
3. Monster is wounded already, or party has just taken damage
4. Unable to see (blind, blinded or in dark)
5. Trap or hazard favouring one side
6. Surrounded, or taken completely by surprise
7. Fighting up a wall or steep slope
8. Confined or constrained to a certain area
9. Fighting in conditions that reduce movement drastically
10. One side has an extra set of monsters helping them out (roll)